

AMENDMENTS TO THE CLAIMS

In accordance with the PTO's amendment format, a detailed listing of all claims has been provided. A status identifier is provided for each claim in parentheses following each claim number. Changes to the claims are shown by strikethrough (for deleted text) or underlining (for added text).

In the Claims:

Claims 1-4, 6-20, and 22-28 were previously pending.

Claims 1, 6-7, 9, 12, 14-15, 22, and 25-28 are currently amended.

No new claims are added.

Claims 2-4 and 23-24 are cancelled.

Claims 1, 6-20, 22, 25-28 are pending.

LISTING OF CLAIMS

NOTE: clean copies of the independent claims appear in the Remarks section of this paper.

1. (Currently Amended) A method, comprising:
establishing a tiered sizing schema that defines multiple size tiers for display objects to be displayed in a graphical user interface (GUI);
establishing readability constraints for sizes of text objects to be displayed in the GUI;
receiving a GUI configuration from an application program, wherein the GUI configuration includes display object instances, text object instances, and a placement of the display object instances and the text object instances in the GUI;
in response to an original equipment manufacturer (OEM) software modification of the GUI configuration, adapting sizes of the display object instances according to the tiered sizing schema and adapting sizes of the text object instances according to the readability constraints; and
adapting the placement to an aspect ratio of a hardware display.
~~that: specifies one of the multiple size tiers to associate with a generic description of a display object to be selected, specifies a fraction of a height of a display as a vertical location on the display, and specifies a fraction of a width of the display as a horizontal location on the display;~~
~~selecting the display object to associate with the generic description;~~
~~creating a display having an arbitrary height, an arbitrary width, an arbitrary resolution, and an arbitrary operating system platform; and~~

~~displaying the display object on the display at the specified size tier, at the specified fraction of the height, and at the specified fraction of the width.~~

2-5. (Canceled)

6. (Currently Amended) The method as recited in claim 1, further comprising providing one or more interfaces that enable visual aspects of the display object instances to be externally defined prior to the adapting sizes of the display object instances and prior to the adapting the placement.

7. (Currently Amended) A tiered sizing schema, comprising:
a first definition for a size of a first-sized display object, the first-sized display object being defined according to first fractions of a height and a width of a display;

a second definition for a size of a second-sized display object, the second-sized display object being defined according to second fractions of the height and width of the display;

wherein display objects of a GUI configuration received from an application program are adapted such that the display objects are resized for compatibility with an original equipment manufacturer (OEM) modification of the GUI configuration and for compatibility with an aspect ratio of a hardware display, the display objects being resized according to the first definition and the second definition.

~~wherein a received application program that produces a graphical user interface adhering to the tiered sizing schema only uses display objects having a size of the first sized display object or the second sized display object, and~~

~~wherein the first sized display objects or the second sized display objects are assigned to the application program for display on different displays having different heights and widths.~~

8. (Original) The tiered sizing schema as recited in claim 7, wherein the fraction of a height and a width of a display further comprises a percentage of the height of the display measured from a top edge of the display, and a percentage of the width of the display measured from a left edge of the display, respectively.

9. (Currently Amended) One or more computer-readable media containing computer-executable instructions that, when executed on a computer, perform the following steps:

defining multiple ~~[[a]]~~ upper left first ~~bounds~~ of a display object to be ~~selected and~~ displayed on a display according to a fraction of a height of the display and a fraction of a width of the display;

defining multiple ~~[[a]]~~ lower right second ~~bounds~~ of the display object according to a fraction of the height and the width of the display;

defining multiple ~~[[a]]~~ sizes for the display object according to ~~from~~ ~~multiple sizes defined by~~ a tiered sizing schema for display object sizes;

receiving a GUI configuration from an application program, wherein the GUI configuration that specifies the display object, an the upper left first bound, a the lower right second bound, and a the size of the display object;

adapting the upper left bound, the lower right bound, and the size to an original equipment manufacturer (OEM) modification of the GUI configuration and to an aspect ratio of a hardware display by selecting one of the defined

multiple upper left bounds, one of the defined lower right bounds, and one of the defined sizes.

~~selecting a display object to associate with the first bound, the second, bound, and the size; and~~

~~displaying the display object on different displays having different height, width, resolution, and operating system platform characteristics.~~

10. (Original) The one or more computer-readable media as recited in claim 9, wherein the fraction of the height of the display further comprises a percentage of the height of the display from a top edge of the display.

11. (Original) The one or more computer-readable media as recited in claim 9, wherein the fraction of the width of the display further comprises a percentage of the width of the display from a left edge of the display.

12. (Currently Amended) The one or more computer-readable media as recited in claim 9, further comprising one or more interfaces that enable visual aspects of the display object ~~control~~ to be externally defined prior to the adapting.

13. (Original) The one or more computer-readable media as recited in claim 9, further comprising rendering the display object on the display.

14. (Currently Amended) A method, comprising:
defining visual aspects of a graphical user interface to render on a display, the graphical user interface containing at least one ~~description of a display object to be selected~~; wherein receiving size and location information regarding the display object are received from an application that utilizes the graphical user interface; ~~and~~
~~selecting the display object,~~
in response to a modification of the display object by an original equipment manufacturer (OEM) software and in response to sensing an aspect ratio of a hardware display, redefining the size and location information ~~wherein the size and location of the display object are defined~~ in accordance with a tiered sizing schema.

15. (Currently Amended) The method as recited in claim 14, wherein the tiered sizing schema defines sizes of the display object that are allowed for use with the graphical user interface.

16. (Original) The method as recited in claim 14, wherein the size and location of the display object are determined by two or more bounds locations, each bound location being defined as a fraction of height and width of the bound location with respect to a height and width of the display, respectively.

17. (Original) The method as recited in claim 16, wherein the fraction of height with respect to the height of the display further comprises a percentage of the height of the display from a top edge of the display.

18. (Original) The method as recited in claim 16, wherein the fraction of width with respect to the width of the display further comprises a percentage of the width of the display from a left edge of the display.

19. (Original) The method as recited in claim 14, wherein the defining visual aspects of the graphical user interface further comprises defining visual aspects of display objects in the graphical user interface.

20. (Original) The method as recited in claim 14, wherein the defining visual aspects of the graphical user interface further comprises defining visual aspects of display objects in the graphical user interface, and wherein the defining visual aspects of the display objects is independent of defining the size and location of the display objects by the application.

21. (Canceled)

22. (Currently Amended) A system, comprising:

a display rendering module to:

receive an application that produces a configuration for a graphical user interface (GUI) from an application program, wherein the GUI includes display objects and wherein the GUI is potentially usable on different displays hardwares having different height, width, resolution, and operating system platform characteristics[[,]] :

~~wherein the application~~ the display rendering module to defines one or more a tiered sizing schema for sizes of one or more display objects in

~~the graphical user interface; according to a fraction of a height and a fraction of a width of a display, such that the display objects display correctly on the different displays; and~~

the display rendering module to receive a modification of the configuration from an original equipment manufacturer (OEM) software;

the display rendering module to select tiered sizes for the display objects in order to transform the GUI configuration from the application program into the modified GUI configuration of the OEM software;

the display rendering module to scale locations of the display objects in the GUI to an aspect ratio of one of the display hardwares; and

one of the display hardwares having the aspect ratio, to display the GUI.

~~a graphical user interface that allows selection of the one or more display objects to associate with the sizes and defines visual aspects of the one or more display objects.~~

23-24. (Canceled)

25. (Currently Amended) The system as recited in claim 22, wherein:

the application program also defines display objects according to [[a]] the tiered sizing schema;

the visual aspects of the graphical user interface conform to the tiered sizing schema; and

the tiered sizing schema definesing one or more display object sizes to which the display objects contained in the graphical user interface must conform.

26. (Currently Amended) The system as recited in claim ~~25~~ 22, wherein the tiered sizing schema further comprises definitions for a small-sized display object, a medium-sized display object, and a large-sized display object.

27. (Currently Amended) The system as recited in claim ~~25~~ 22, wherein the tiered sizing schema defines the sizes according to a fraction of the height and width of the display.

28. (Currently Amended) The system as recited in claim ~~25~~ 22, wherein the tiered sizing schema defines the sizes according to a percentage of the display that each the display object may occupy.